Skills Exam 2 – 3D Basics

1. The Viewport Tools allow you to do what two things?

a. Set the viewport scale and the view projection.
b. Set the visual style and the isometric plane.
c. Set the view projection and the visual style.
d. Set the viewport name and the viewport lock status.

2. Which of the following can you not do with the View Cube?

a. Set the home view.
b. Rotate the view 90 degrees in the current UCS.
c. Access an existing or specify a new UCS.
d. Set the current visual style.

3. What two places can you find the progeCAD 3D Tools?

a. The Tool Palette and the CAD Classic menu.
b. The Ribbon Full menu and the Tool Palette.
c. The Ribbon Beginner menu and the Tool Palette.
d. The 3D Operations Toolbar and the Ribbon Full menu.

4. What kind of object can the Extrude command not be used on?

a. Construction Line
b. Rectangle
c. Circle
d. Polygon

5. What 3D command allows you to create a 3D object or surface by taking a 2D or 3D curve along a path?

a. Revolve
b. Loft
c. Extrude
d. Sweep

6. After the operation of which 3D tool are you prompted to keep one side or the other or both sides?

a. Intersect
b. Slice
c. Fillet
d. Union

7. What is the result of subtracting a cylinder that goes completely through a 3D Solid object?

a. A hole is made where the cylinder was.
b. The solid is converted into a NURBS object.
c. The cylinder is removed, replaced by circles where it entered the solid.
d. The cylinder is merged with to object to make a single object.

8. To apply a straight cut to the edge of a 3D solid object, what command could you use?

a. Sweep
b. Chamfer
c. Revolve
d. Fillet

9. When specifying a distance for the Chamfer command, what is the second thing you are asked for?

a. Do you want to keep the removed portion?
b. The angle.
c. The direction.
d. The second distance.

10. What does the Interfere command do?

a. It creates a 3D Solid in the space between several cross sections.
b. It creates a 3D object or surface by sweeping a 2D or 3D curve along a path.
c. It creates a 3D Solid object of the common volume of two or more solids.
d. It creates another 3D Object based on the outer boundaries of a selected 3D Object.